

Ghouls

Savage degenerates

- Rabid pack hunters
- Simple weapons and garb
- Poorly coordinated and weak resolve
- Touched by Winter

Feral Human

- Paired Weapons
- 3 hits

1 call each of:

- Unstoppable
- Cleaving Strike

They make use of rudimentary and improvised weapons.

These are most commonly looted daggers and swords, or perhaps crude maces, bone shivs or sharpened sticks.

They often show traits of the draughir lineage - pale skin, clawed hands, yellow or red eyes, scoured flesh.